FIG.29

PORTABLE IMAGE GENERATION PROGRAM
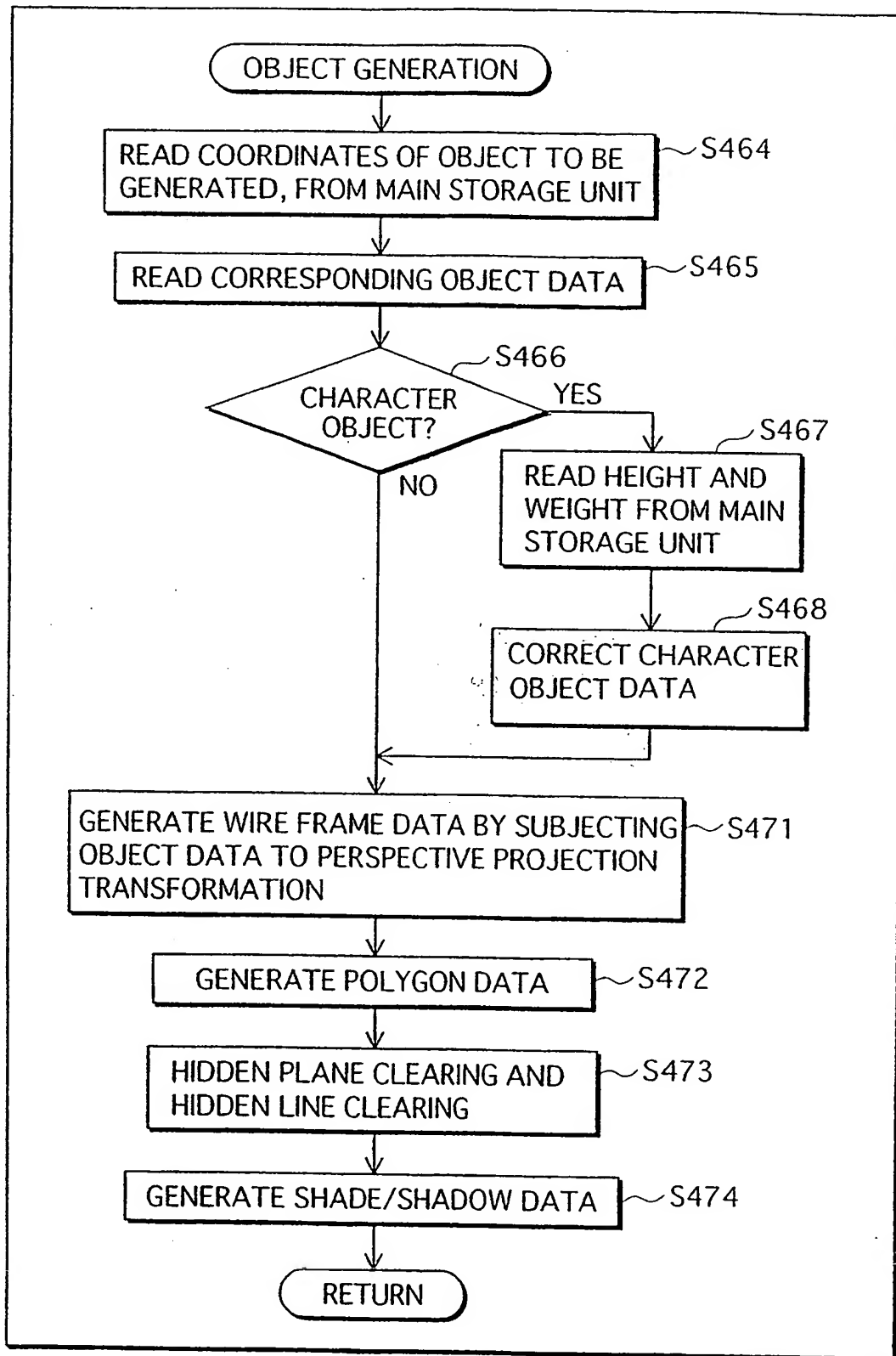
```
                    ( OBJECT GENERATION )
                              │
                              ▼
          ┌─────────────────────────────────────┐ ~S464
          │ READ COORDINATES OF OBJECT TO BE     │
          │ GENERATED, FROM MAIN STORAGE UNIT    │
          └─────────────────────────────────────┘
                              │
                              ▼
          ┌─────────────────────────────────────┐ ~S465
          │ READ CORRESPONDING OBJECT DATA       │
          └─────────────────────────────────────┘
                              │
                              ▼
                         ~S466
                    ╱─────────────╲        YES
                   ╱  CHARACTER    ╲──────────────┐
                   ╲   OBJECT?     ╱              │
                    ╲─────────────╱               ▼
                         │ NO           ┌──────────────────┐ ~S467
                         │              │ READ HEIGHT AND  │
                         │              │ WEIGHT FROM MAIN │
                         │              │ STORAGE UNIT     │
                         │              └──────────────────┘
                         │                        │
                         │                        ▼
                         │              ┌──────────────────┐ ~S468
                         │              │ CORRECT CHARACTER│
                         │              │ OBJECT DATA      │
                         │              └──────────────────┘
                         │                        │
                         ◄────────────────────────┘
                         │
                         ▼
          ┌─────────────────────────────────────┐ ~S471
          │ GENERATE WIRE FRAME DATA BY SUBJECTING│
          │ OBJECT DATA TO PERSPECTIVE PROJECTION │
          │ TRANSFORMATION                        │
          └─────────────────────────────────────┘
                         │
                         ▼
          ┌─────────────────────────────────────┐ ~S472
          │ GENERATE POLYGON DATA                │
          └─────────────────────────────────────┘
                         │
                         ▼
          ┌─────────────────────────────────────┐ ~S473
          │ HIDDEN PLANE CLEARING AND            │
          │ HIDDEN LINE CLEARING                 │
          └─────────────────────────────────────┘
                         │
                         ▼
          ┌─────────────────────────────────────┐ ~S474
          │ GENERATE SHADE/SHADOW DATA           │
          └─────────────────────────────────────┘
                         │
                         ▼
                     ( RETURN )
```

FIG.31

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MAIN STORAGE UNIT

231

PORTABLE GAME PROGRAM

RELATED INFORMATION UNIT	232
PROGRAM UNIT	233
OBJECT DATA UNIT	234

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PORTABLE CHARACTER PROCESSING PROGRAM

PROGRAM UNIT

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PORTABLE DEVELOPMENT ITEM TABLE

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CHARACTER DATA

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RESUMPTION STAGE No.

RESUMPTION STEP No.

239